CANDELABRA

Estoscerco

USER
MANUAL

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THE HOPE OF THE PEOPLE

For a millennia, there has been a legend spread among the people about the hidden CANDELABRA. It is said to be an instrument of such power, that it can bring peace to the at-one-time warring kingdoms, uniting every one of those societies into an accord with one-another.

This folklore was told among the poor and other commoners for centuries. The royals and those of wealth and more education disregarded this as a fable, unworthy of any consideration at all.

ASCENSION OF NOBILITY

Having grown up around the powerful, Prince Zardrik always had his attention on other things; those around him bored him to no end. To work around what he viewed as a humdrum life, he would disguise himself and mingle with the people as often as he could. The CANDELABRA story fascinated him. He did much studying on the subject and came to the conclusion it could be at ESTOSCERRO, the eastern-most plateau.

As time moved, his father, King Glandon, fell ill, and Zardrik inherited the throne.

A SECOND ATTEMPT

Almost immediately after claiming the kingship, he organized a party of ten knights to head to ESTOSCERRO and search for the puzzling CANDELABRA. They did not return.

Word reached the young king about three different people that performed heroic deeds by dismantling The Order of the Talon. He requested an audience with them, and told them what task he required of the heroes.

Han, Hubs and Hekl set off to the hostile plateau...

THE ADVENTURE BEGINS!

CANDELABRA:ESTOSCERRO is a 3-D style, action-adventure dungeon crawler in which the heroes from THE MAD WIZARD, THE SCARLET MATRON, and THE WARLORD SLAYER band together in a quest compelled by the king. Exploration within a maze environment while battling fantasy-setting enemies are the fundamentals. Your journey will be complete upon reaching the plateau's top and finding the CANDELABRA. The game is uniquely played with two NES controllers, one in each hand and turned sideways, or with a modified Virtual Boy controller.

THE KING'S HEROES

HAN, THE WARLORD SLAYER
Fierce warrior that put Beylon to rest. Doesn't care for magic. Father of the First-Born.

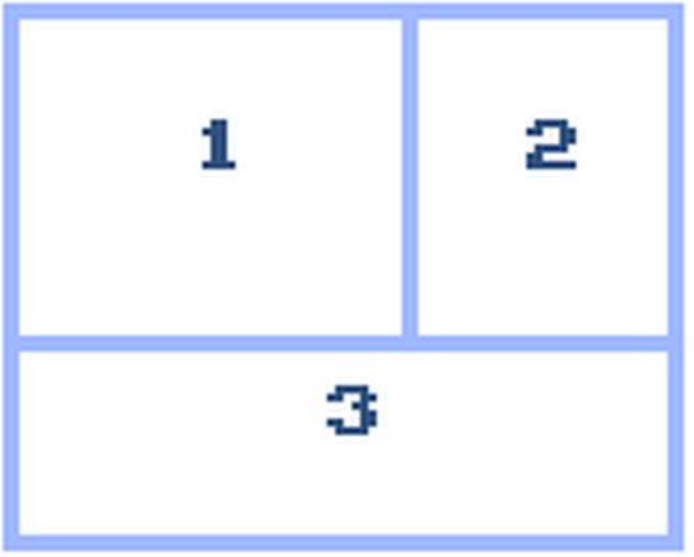
HUBS, THE SCARLET MATRON
Wife of Han. Drove the army of Valgur off of the Isle of Klynnar. Mother of the First-Born

HEKL, THE MAD WIZARD
Odd fellow. Enjoys using Old Times magic. Killed his mentor Amondus for invading the Primwoods.

SCREEN LAYOUT

Y46 X3 beginning

1.The first-person view of your surroundings. This is also the area to watch during surprise traps. Torch/revive scroll amounts are here, too.



2.This is where the enemy count, map and location are placed. When in combat, the enemies are on this part of the screen.

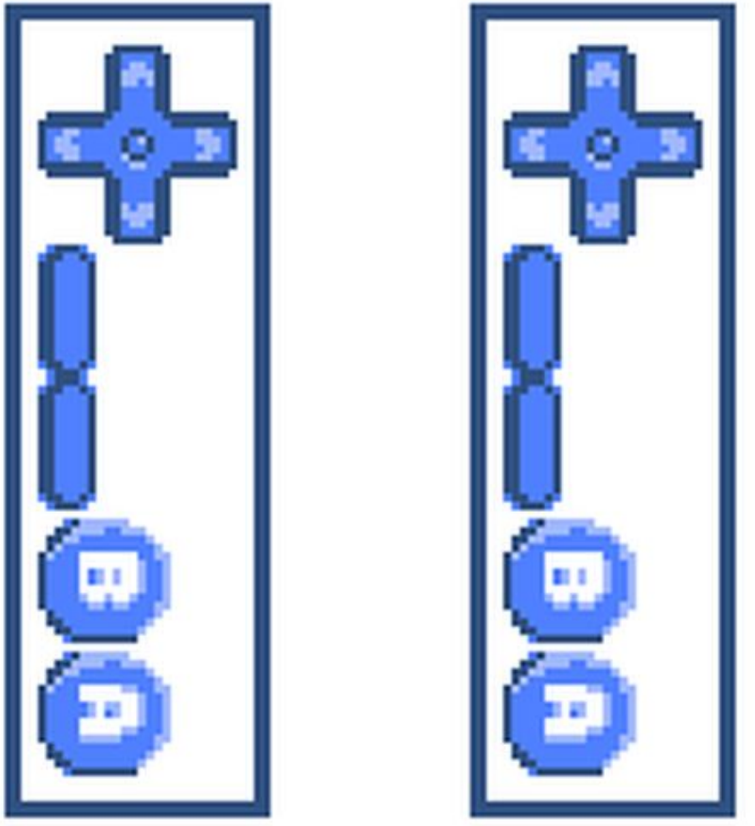
3.The heroes and their stats. Xecrom's messages and combat prizes appear in this area.

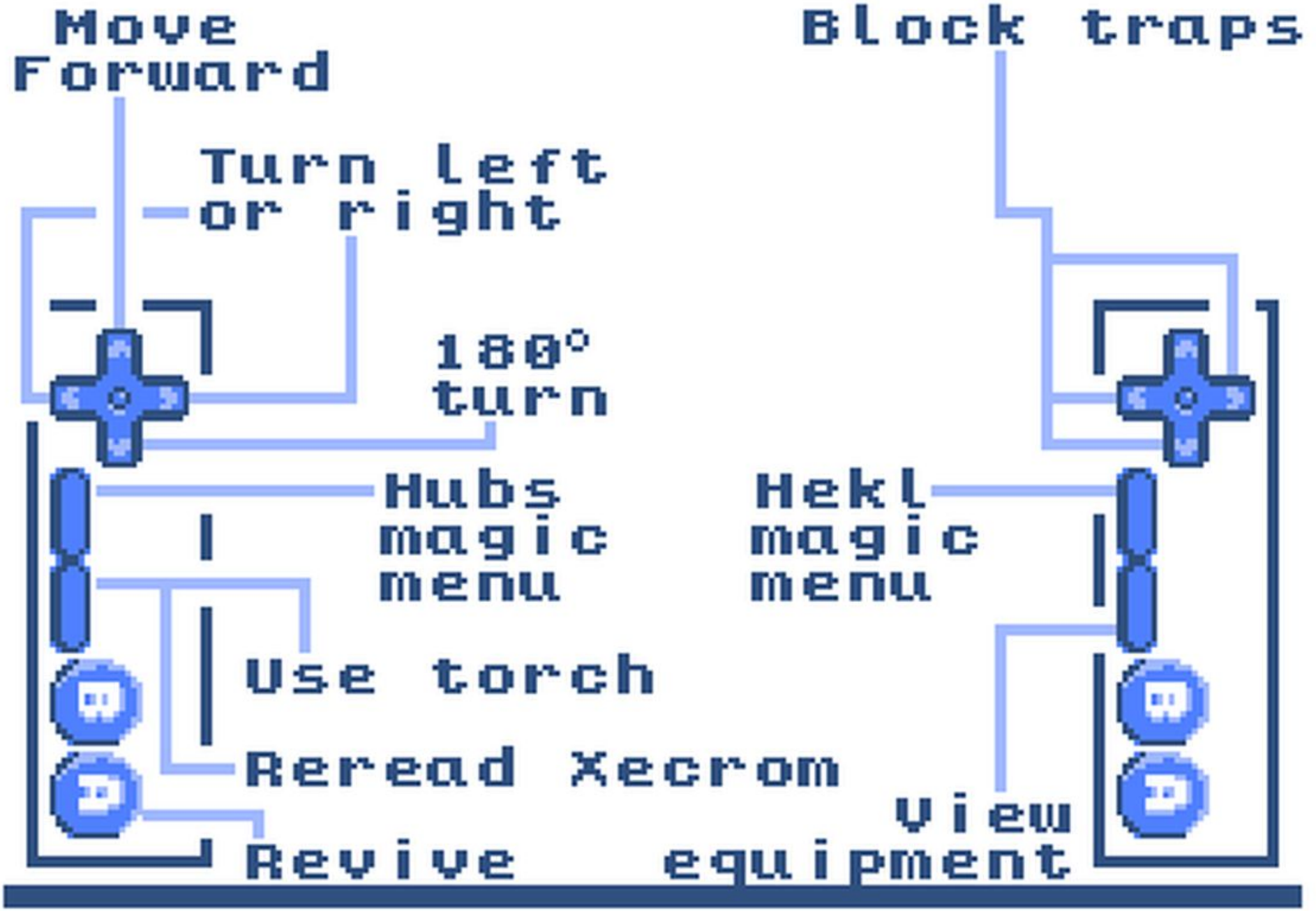
BASIC CONTROLS - NES

CANDELABRA: ESTOSCERRO uses a unique style of control, utilizing a controller from both ports of the NES. Each is held sideways, with port 1 being held in the left hand, and port 2 in the right hand.

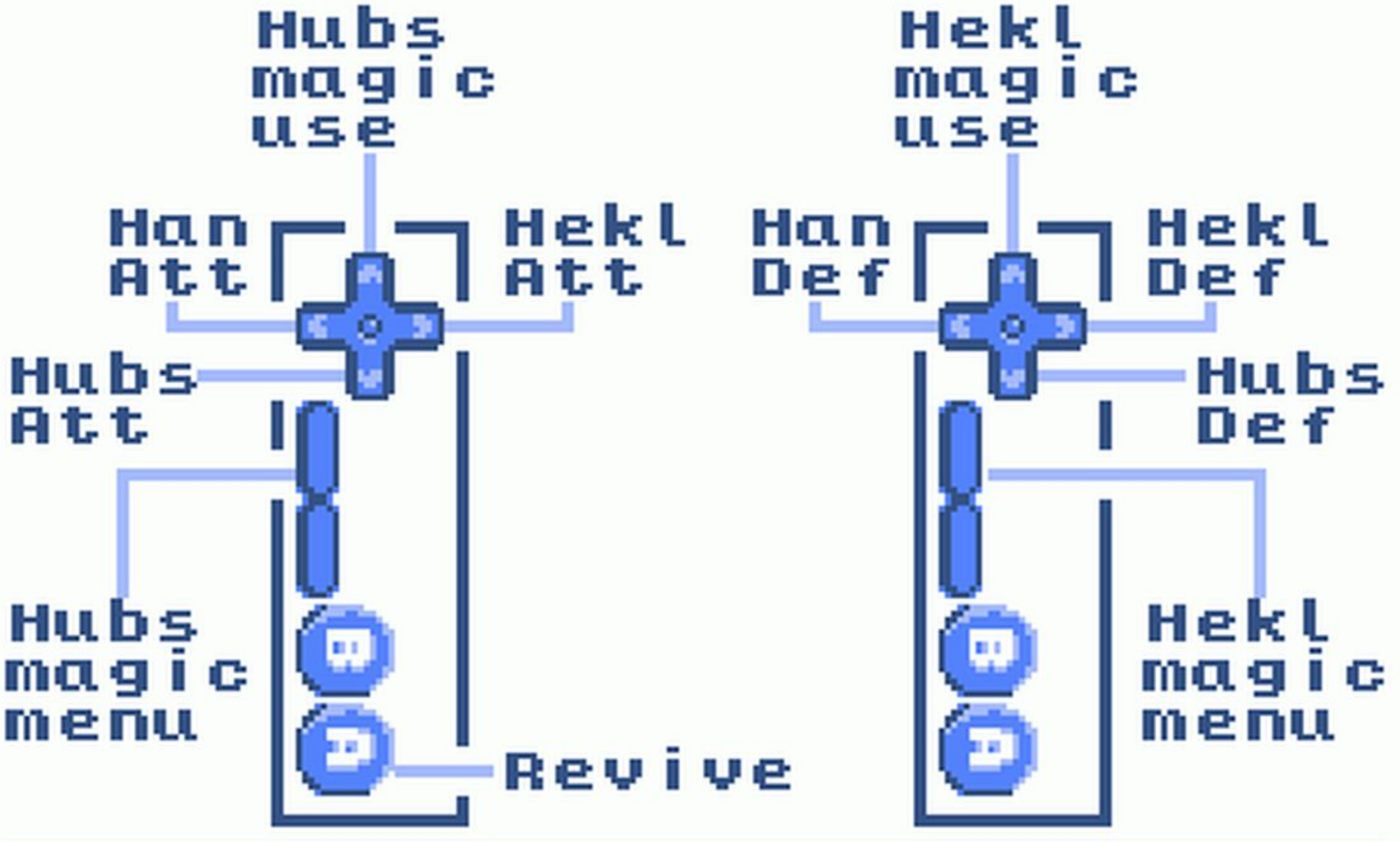
Hold the controllers like this.

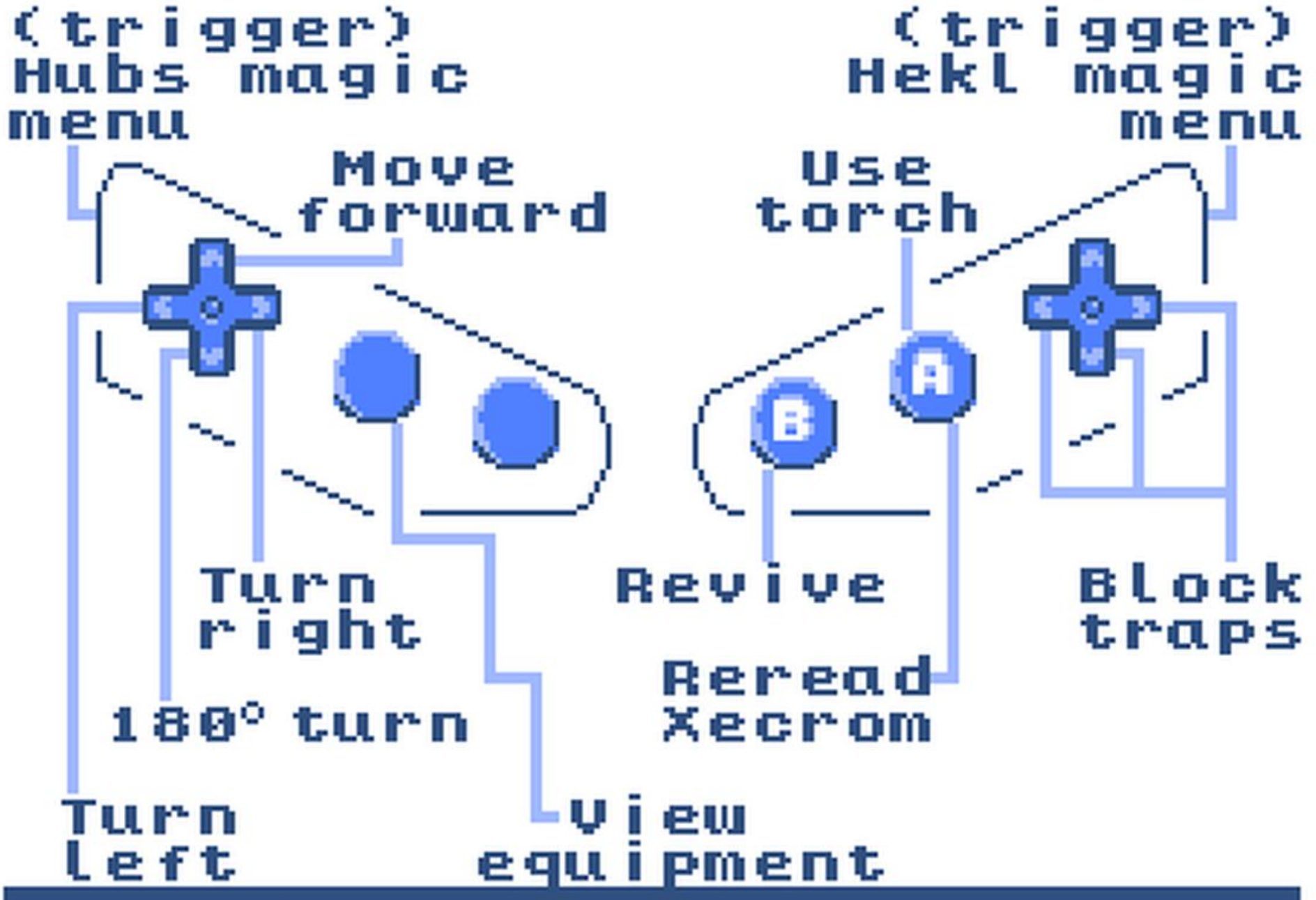
D-pad 1 D-pad 2



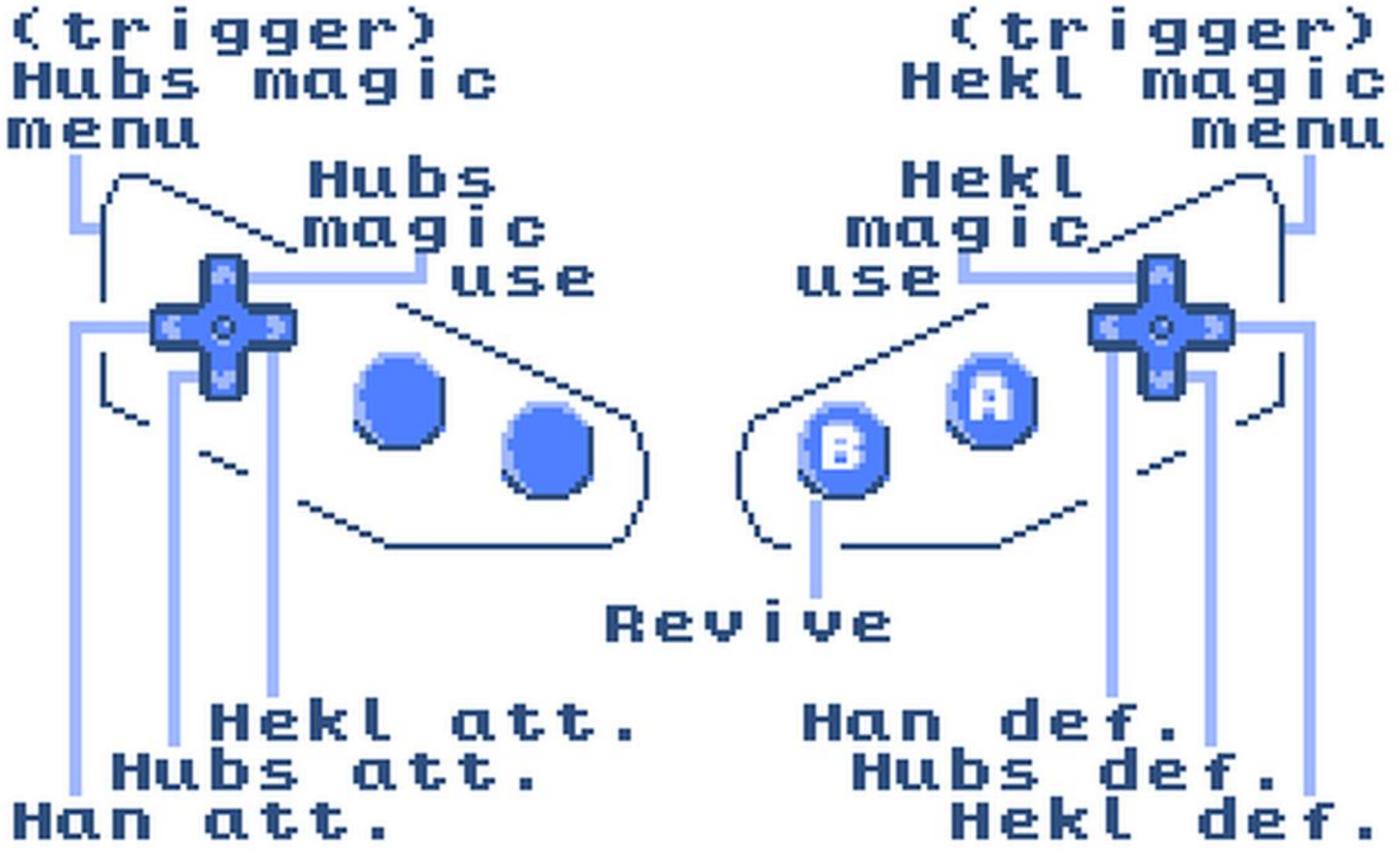

Move Forward
Block traps
Turn left or right
180° turn
Hubs magic menu
Hekl magic menu
Use torch
Reread Xecrom
View equipment
Revive

COMBAT CONTROLS - NES



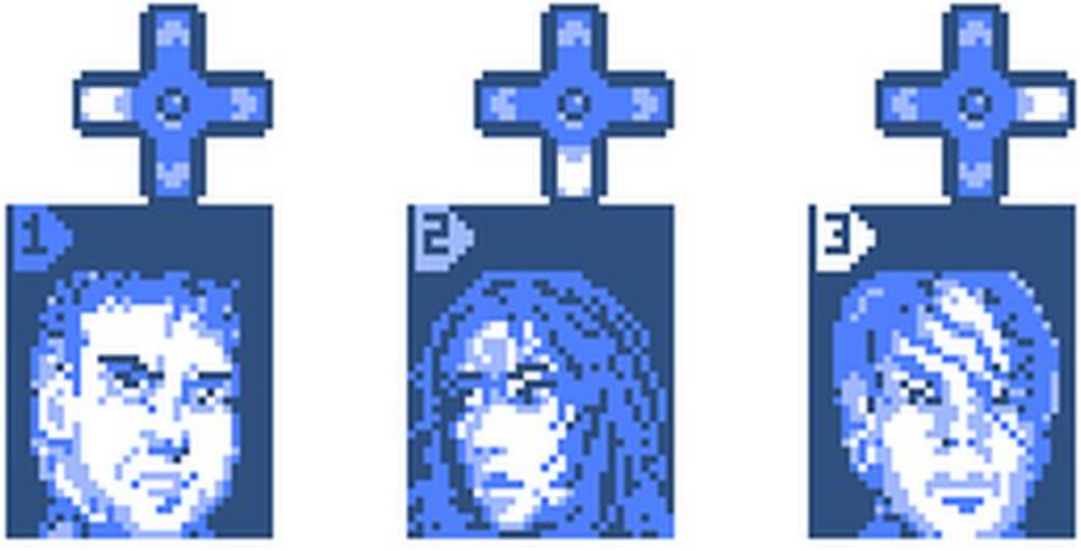

(trigger)
Hubs magic
menu
(trigger)
Hekl magic
menu
Move
forward
Use
torch
Turn
right
Revive
Block
traps
Reread
Xecrom
180° turn
Turn
left
View
equipment

COMBAT CONTROLS - VB



att.=attack def.=defend

To help you remember the controls, each character is assigned a direction with their screen arrangement. Han is on the left, so he attacks with the left button from D-pad 1. He defends with the left button of D-pad 2. The others match similarly. They each have a number and color on an icon, used to line up with an enemy to attack them.

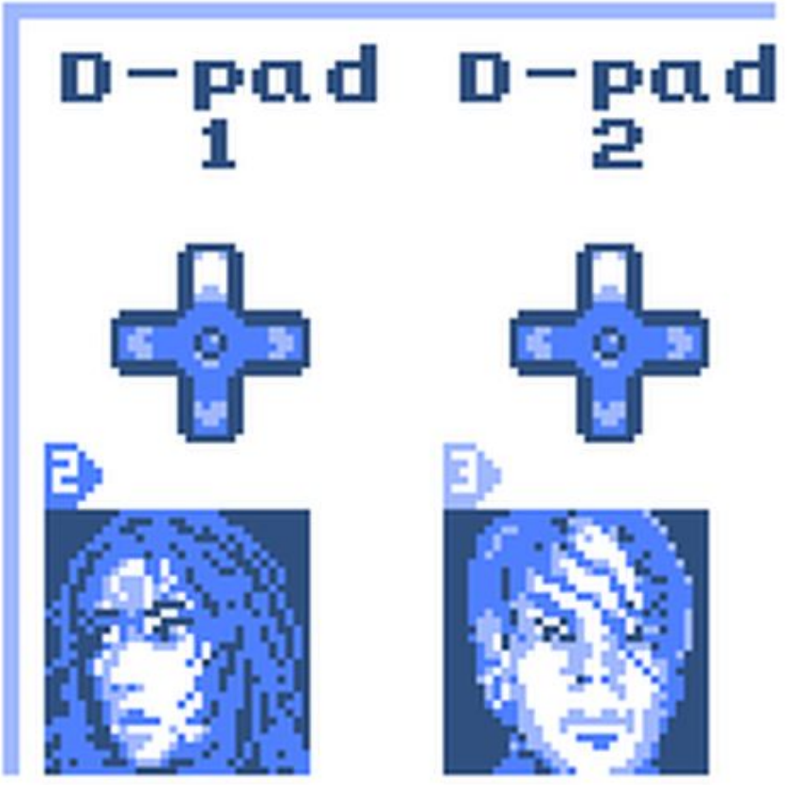


The icons will move up and down next to the enemies. When a heroes' icon that you want to attack with lines up with an enemy, push that heroes' attack button. The hero will then enter a recovery period, in which they cannot attack, defend or use magic. During this time, the icon will be grayed out. Its color will return once this period has ended, and that hero can once again perform an action.

Hekl's magic is performed the same as standard attacks. Line his icon up with the enemy(-ies) you wish to hit, and push up on D-pad 2.

Hubs' magic puts an effect on the heroes' party, not using the icon. Push up on D-pad 1 to use.

Using magic will cause the hero to enter into their recovery period.



COMBAT CONTROLS cont'd

There are two separate menus for magic. One for Hubs, which can be accessed by pushing SELECT on port 1, and one for Hekl, using SELECT on port 2. With the VB controls it is the triggers.

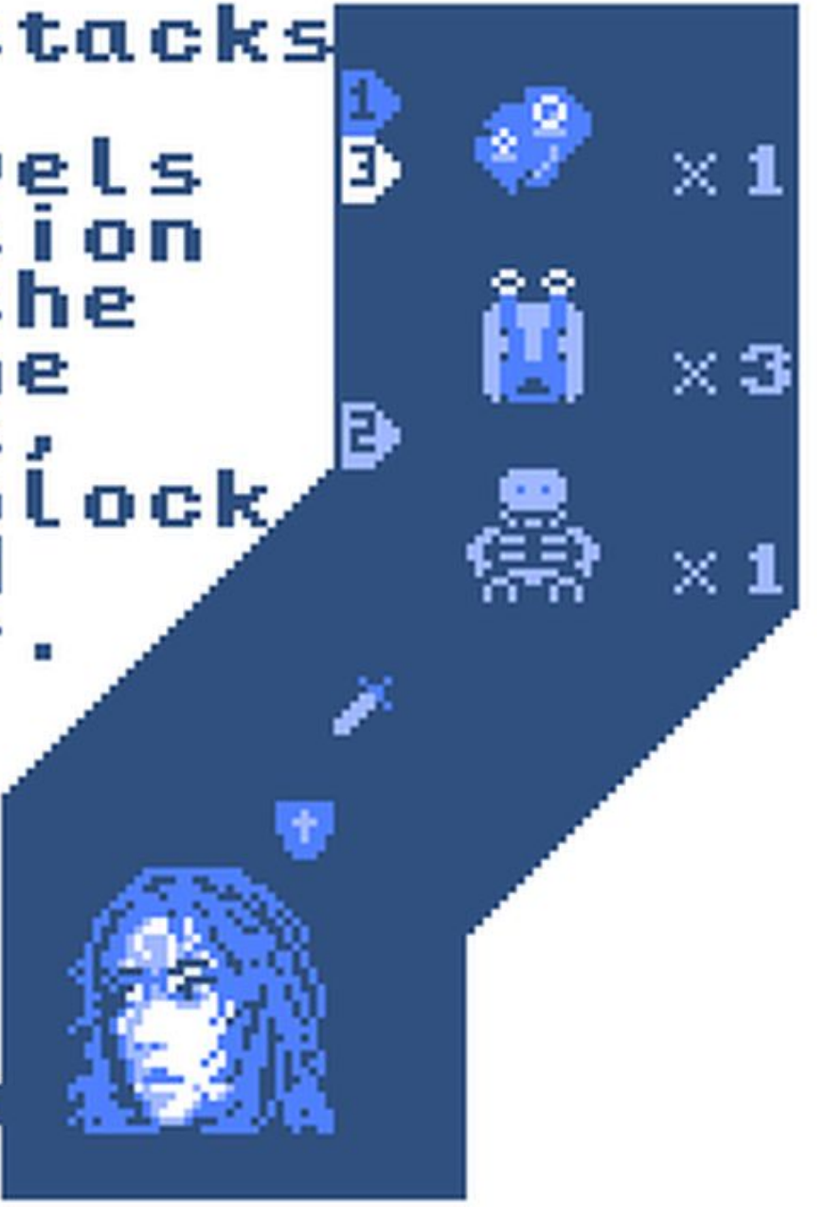
Magic is only selected on the menus, and can be used as described on the previous page.

Han doesn't use magic, and as such doesn't have a menu for magic.

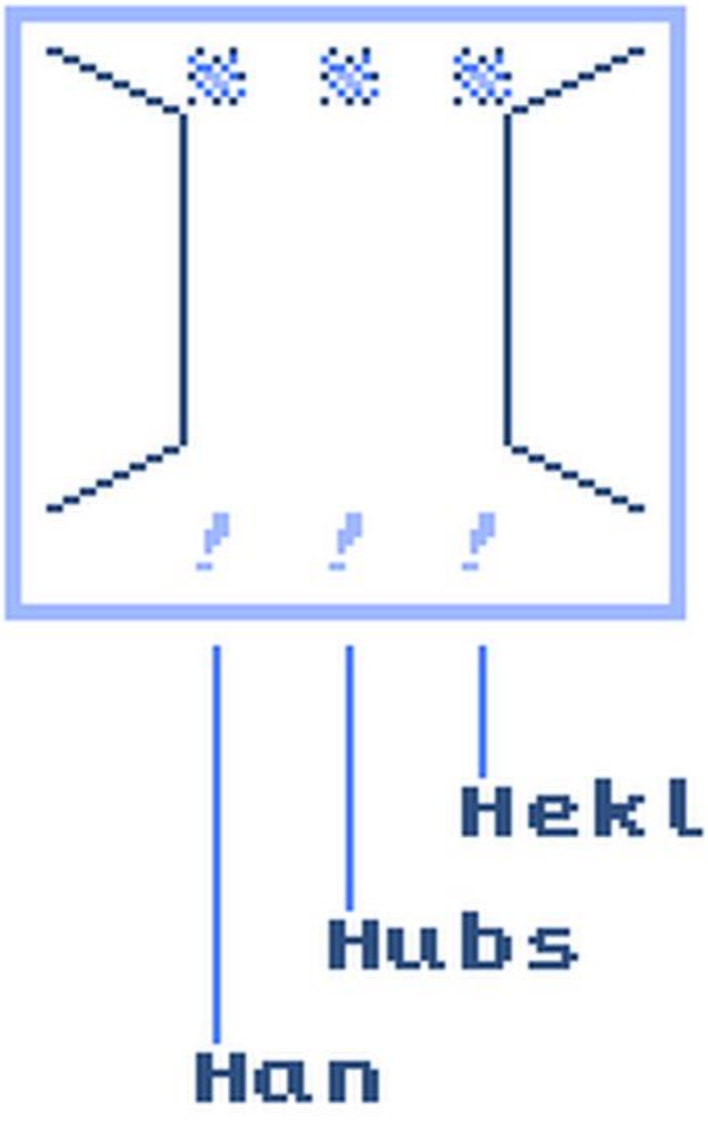
COMBAT CONTROLS cont'd

When an enemy attacks there will be a dagger that travels from their position towards one of the heroes. Determine which hero it is, then hit their block button. A shield icon will appear. If it's there when the dagger gets there, it is blocked.

That hero will go into recovery after blocking.



MAZE DEFENSE



While walking through the maze the heroes might trigger a trap. When this happens three exclamation marks will appear on the first person section of the screen. You must defend each falling debris in the order they fall using D-pad 2. Whichever character(s) fail to do so will lose 5 HP.

ITEMS AND PICK-UPS

Torch - Increases distance of visibility. Burns out after a number of movements

Revive - Brings all dead party members to life with full HP and full MP.

Maps - Layout of the maze. One on each floor.

Xecrom's GPS - Tells the coordinates of the party.

Pickaxe - Used to destroy walls that have cracks.

Overlay - Shows warp locations on the maps.

WEAPONS

Han		
Sword	start	-----
Hammer	floor 1	+1 attack bonus
Mace	floor 2	+2 attack bonus
Spear	floor 3	+3 attack bonus
Axe	floor 4	+4 attack bonus

Hubs		
Sling	start	-----
Glaive	floor 1	+1 attack bonus
Bow	floor 2	+2 attack bonus
Javelin	floor 3	+3 attack bonus
X-Bow	floor 4	+4 attack bonus

Hekl		
Stick	start	-----
Wand	floor 1	+1 attack bonus
Staff	floor 2	+2 attack bonus
Sceptre	floor 3	+3 attack bonus
Trident	floor 4	+4 attack bonus

Han		
Leather	start	-----
Chain	floor 1	+1 defense bonus
Scale	floor 2	+2 defense bonus
Iron	floor 3	+3 defense bonus
Plate	floor 4	+4 defense bonus

Hubs		
Mantle	start	-----
Tunic	floor 1	+1 defense bonus
Fur	floor 2	+2 defense bonus
Hide	floor 3	+3 defense bonus
Shell	floor 4	+4 defense bonus

Hekl		
Cloth	start	-----
-----	floor 1	-----
Cape	floor 2	+1 defense bonus
Cloak	floor 3	+2 defense bonus
Robes	floor 4	+3 defense bonus

SPECIAL ITEMS

All three of the special items can be located on the fourth floor of Estoscerro.

Helm	Han	+1 to his defense bonus
Legging	Hubs	+1 to her speed bonus
Wiz Hat	Hekl	All of his spells cost 1 MP less

WHITE MAGIC - HUBS

MAGIC	MP	EFFECT
Guard	-1	Gives +2 defense to party
Speed	-2	Living heroes get a +2 to speed
Power	-4	A +2 is applied to hero attacks
Boost	-5	Party gets +2 to attack, defense and speed
Heal	-6	Full HP given to living party

BLACK MAGIC - HEKL

MAGIC	MP	EFFECT
Fire	-1	One enemy takes burning damage
Ice	-2	Cold magic gets exacted on one
Wind	-4	Levies harm on two enemies
Earth	-5	Three beasts get battered
Destroy	-6	One enemy set is sent to Hell

INITIAL THREATS

Squito
Quick moving annoyance
♥18 ⚔4 ⛨2

Raven
Small. Hard to target
♥12 ⚔6 ⛨2

Ooze
Slow. Attacks ferociously
♥10 ⚔10 ⛨1

Ghoul
Preys on the weak
♥15 ⚔9 ⛨2

Snail
Sluggish defender
♥9 ⚔5 ⛨4

Spider
Tiny, fatal creature
♥11 ⚔7 ⛨2

Bones
Undead warrior
♥13 ⚔9 ⛨2

SECOND FLOOR BEASTIES

Ghost

Emerges only to attack

♥15 ⁄10 ⛉3

Harpy

Fast. Strikes with fervor

♥15 ⁄10 ⛉3

Flame

Burns those that dare

♥15 ⁄10 ⛉4

Trent

Living tree. Firm roots

♥25 ⁄13 ⛉5

Genie

Grants pain, not wishes

♥20 ⁄10 ⛉4

Merman

Aquatic. Watery bink

♥18 ⁄10 ⛉4

Hunch

Hump-backed menace

♥15 ⁄10 ⛉4

CRITTERS OF THE THIRD FLOOR

Ogre
Contemptible barbarian
♥30 ⁄12 ⛉5

Lizard
Amphibious man-eater
♥30 ⁄12 ⛉5

Cyclop
Single-eyed monstrosity
♥30 ⁄12 ⛉5

Troll
Hairy fiend. Hates wind
♥30 ⁄12 ⛉5

Bat
Attacks from above
♥25 ⁄12 ⛉4

Mummy
Embalmed soldier
♥30 ⁄12 ⛉5

Pirate
Wildly lost scoundrel
♥30 ⁄11 ⛉3

THE FINAL FLOOR

Witch

Insane
she-mage
♥30 ⁄11 ⛉3

Statue

Petrified
evil-doer
♥20 ⁄12 ⛉7

Knight

Possessed
countryman
♥40 ⁄14 ⛉7

Wizard

Blasts you
with magic
♥22 ⁄1 ⛉5

Demon

Maniacal
underworlder
♥30 ⁄12 ⛉5

Gray

Being from
another time
♥25 ⁄12 ⛉6

Shadow

Hides until
it pounces
♥15 ⁄11 ⛉3

THOSE IN CHARGE

Medusa - Snake lady that prefers the dark. Does not like to be seen. Hates all.

Sintar - Half man, half horse. A merciless military genius. Despised among men.

Goramot - A dragon that has lived through many ages. Sprays fire-like venom.

Qydora - A tri-headed hell spawn that has not been seen for eons. A wretched scourge.

???????? - There must be a ruler of Estoscerro, but who could it possibly be?

SUGGESTIONS FOR THE HEROES

- Employ the use of graph paper to map Estoscerro!
- Enemy encounters are always at the same coordinates on each playthrough.
- Check every nook and cranny in the maze. You never know where enemies may be hiding with a prize.
- When facing new foes, allow them to attack first to get a feel for how often they attempt to inflict damage.
- If you find it difficult to hit opponents, try pushing the attack button a bit sooner than you have been.
- It may be best to mostly defend with weaker heroes.

- MAIN PROGRAM -
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K3VBOT's Homebrew Highlights

NOTES

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